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3D GAMING NETWORK

3DGN goes Medal of Honor and Call of Duty BlackOps + Clanpay support

by **Marcchello** Published on 09-13-2010 05:28 PM

With the new releases around the corner, we started thinking about the servers..

First of all Bad Company 2

Our BC2 server had issues staying online also was grayed out most of the time on the server list. After a 2 day downtime we got another server from gameservers.com and that seemed to fix everything , yet too little too late...

I will ask your opinion as frequent players if we should drop the gameserver. Dropping the server does not mean we dont play this game anymore!!

I would also like to announce that we are getting 2 new servers.

- 1) 24 Player Ranked Medal of honor server
- 2) 18 Player Ranked Call of duty Blackops server

So why cant we have all 3?

Well we can But that would totaly rely on donations trough Clanpay. Note this is not mandatory nor is this paying to any user on the forum.

If you decide to donate your money goes to the account balance on gameservers.com

If you would like to make a donation feel free to use the folowing link:

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Duke Nukem Forever 2011 for PC PS3 and XBOX360

by **Marcchello** Published on 09-03-2010 12:19 PM

Here's your official confirmation from something you already knew to be true:

Duke Nuke Forever, lives!

Today at PAX 2010, 2K Games revealed that Duke Nukem Forever--a game first announced in April 1997 and then thought to be completely dead--is

Whats new?

Straight from the Dev's

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The Latest info Video on Need For Speed Hot Pursuit

SmasherG 10-05-2010, 12:15 PM



NFSCars (Need For Speed Cars)...

NFSCars (Need For Speed Cars) here are the official computer requirements for this game (Higher than the other one that was posted)^^

<http://hotpursuit.needforspeed.com/info/cars> Here is the...

SmasherG 10-02-2010, 07:15 PM



Medal Of Honor Open Beta

PC Multiplayer Open Beta | Medal of Honor - Coming October 12, 2010

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currently in development at Gearbox Software for the PC, Xbox 360 and PS3. Gearbox had previously been at the center of a rumor involving the game's development in the past.

During 2K's live stream of the reveal, Gearbox boss Randy Pitchford stated that Duke Nukem Forever would release in 2011, not 2010 as reported by the Wall Street Journal. "The approach and investment and process at 3d Realms didn't quite make it and it cracked at the end. With Gearbox Software we brought all those pieces together.

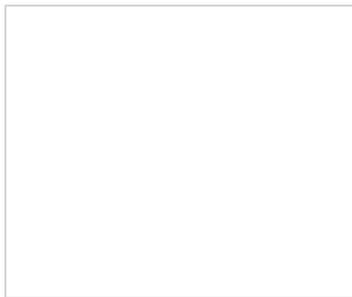
It's the game it was meant to be," Pitchford told the Wall Street Journal. According to Pitchford, Gearbox began working on Duke Nukem Forever in 2009. Hints that Duke would make it back into the spotlight resurged when 3D Realms boss George Broussard Tweeted an image of pigs flying, leaving fans to suspect a Duke Nukem release announcement was on the horizon.

Today, images of Gearbox head-honcho Randy Pitchford surfaced showing the developer wearing a Duke Nukem-inspired t-shirt. Publisher 2K Games also weighed in on the speculation, promising "something big" at PAX 2010, going so far as to live stream the happenings at its booth. ...

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Call of Duty: Black Ops Multiplayer Gets Currency, Wagers, Bots, and More

by [Marcchello](#) Published on 09-02-2010 11:50 AM



At last night's Call of Duty: Black Ops Multiplayer Reveal event, it became clear that developer Treyarch is putting a lot into the next online Call of Duty.

Players will now unlock guns, grenades, equipment, attachments, killstreaks, and everything else through in-game currency, which is earned through playing the game. You will still level-up through experience points, which may unlock the privilege of purchasing some new guns, but everything will be purchased.

This means that players can unlock the weapons they want without having to grind through guns that they'll never use.

I'm told that this currency is entirely in-game and will not be sold through microtransactions, which is something I immediately expected when the system was introduced. Since it is tied to the game's progression system so closely, it will not be something to buy with real money.

There are two ways to earn more currency, dubbed "CoD Points" or "CP" for short: Wager Matches and Contracts. Wager matches consist of four free-for-all gametypes that are different than the standard CoD gameplay. Only the top three players will win money and everyone has to ante-up to compete. They are:

- One in the Chamber - Everyone starts with a pistol and a single bullet. Each kill earns an additional bullet. One-hit kills only. Waste your bullet(s) and you're left with your trusty knife.
- Sticks and Stones - Everyone gets the crossbow, ballistics knife, and a tomahawk

Start Date: October 4 | End Date: October 7, 11:59 PDT

Grab your MREs and prepare to spend four days...

Lethal Sting 10-01-2010, 08:26 PM



Good news a demo of the game will be released on...

Good news a demo of the game will be released on October 26th

SmasherG 09-27-2010, 12:36 PM



Scoob wow nice car just unfortunate that the...

Scoob wow nice car just unfortunate that the steering wheel on the wrong side :P

Robom 09-26-2010, 04:13 AM

- (throwing knife, basically). Kills with the crossbow and knife earn points. Kills with the tomahawk will bankrupt the unlucky recipient.
- Gun Game - The first to get a kill with all 20 weapons wins the game. Everyone starts with the same gun and a kill instantly switches you to the next gun in line. Melee kills will drop the killed player back a gun. The guns go, roughly, from pistols, to shotguns, to submachine guns, to assault rifles, to machine guns, to sniper rifles, to explosive weapons, and finishes off with the crossbow and then ballistics knife.
 - Sharpshooter - Everyone has the same gun, always. Guns switch automatically every :45 seconds to something random. The final gun nets double points.

The second way to earn more CP is through Contracts. These can be purchased and are time-limited challenges with payouts if completed. Harder challenges net more CP. A player may have one active contract in each of the three categories--Mercenary, Operations, and Specialist--and can be tracked along any statistic in the game. These might be things like getting 5 kills with an assault rifle without dying, winning two team deathmatch games, or stabbing three enemies in the back. Contracts can yield both XP and CP, depending on the specific challenge. Treyarch can also post new challenges directly to the game without the need for an update, similar to the way new playlists can be created.

For those players that aren't ready to jump online, Treyarch is adding "Training Dummies" for some botmatches in "Combat Training". Players will level-up and unlock new gear offline, but it will be separate from the online persona. The bots will have three difficulty levels and can play on any map in free-for-all and team deathmatch games. This mode can also be played cooperatively with friends against bots.

As teased in the multiplayer trailer, Black Ops will also include a theater mode, which will allow players to view replays of their most recent matches, chop out video clips and screenshots, and share their creations with the community at large. It will allow players to view the action, in both first- and third-person, from any participant in the match. All in all, it's extremely similar to the theater mode in Halo 3. I got to play three of the Wager Matches and some team deathmatches and will have hands-on impressions soon.

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AMD Set to Retire the ATI Brand Name

by **Marcchello** Published on 08-30-2010 03:46 PM

A generation of intense rivalry over video card supremacy will soon draw to a close, at least in name. In a briefing given to the Tech Report, AMD has confirmed it plans to retire the ATI brand name.

AMD acquired ATI back in 2006. Since then, Radeon video cards have continued to grow in popularity. Based on this strength, the company feels that consumers identify well enough with the name for "Radeon" to lead the brand. It also pointed to market research it conducted which showed that AMD as a brand would in fact be stronger in the marketplace against graphics competitors.

The change will take place later this year when the next wave of cards will be announced under the "AMD Radeon" label. They'll still be battling it out head-to-head with Nvidia of course, but it won't seem quite the same without the ATI name.

Battlefield 3 leaving DX 9 behind,



Remember the good ol' days?

After the
Battlefield 3

"announcement" last week indicated the game would be going multiplatform, many PC gamers were outraged, worrying the series' next flagship title would be tarnished for the sake of console players.

While EA wasn't willing to comment on the state of the PC version, we were able to dig up some info which should put your mind at ease -- scratch that, make it very excited.

Firstly, we learn via Twitter from DICE rendering architect Johann Andersson the engine BF3 is built on -- Frostbite 2.0 -- is "primarily developed for DirectX 11"; XP and DX9 won't be supported (though you may be able to hack it).

Also the engine will be especially optimized for 64-bit -- thankfully a lot of you have chosen the road less travelled. Good news in itself, but since consoles only support DX9, the implication is the PC version will be a "true" PC game.

An interview (PDF) between AMD and Andersson back in November taught us DICE has been involved with DX11 from a very early stage, which helped them get in all the features and improvements important to the team, like multicore optimization, multithreading support (more variation, detail, improved load times, smoother performance), compute shader support (more dynamic light sources), and lastly, tessellation (more detailed and more realistically rendered objects). It's a fascinating read for tech heads, so give the full interview a look if you're interested. Also check out a more in-depth look at the features in our DirectX 11 By the Numbers article. The short version is this: *Battlefield 3* should be a huge jump forward that will please those with great hardware, particularly if it's running on Windows 7 64-bit.

Now, many players are worrying 3 will turn out more like *Bad Company 2*. While DICE did do a pretty good job in making it feel like a PC title, it's no classic Battlefield.

Firstly, you must understand *Bad Company 2* was never a "true" Battlefield game, so it's not fair to assume this is the direction DICE will be heading in, at least on PC. Series associate producer Barrie Tingle has said, "*Battlefield Bad Company 2* is **NOT** a sequel to Battlefield 2 or 2142; it is a sequel to *Battlefield Bad Company* and as such the list of features matches that of the original game and not that of past Battlefield games." In other words, it was always intended as an offshoot, not a monster, flagship title like previous games have been. But no matter -- the team has already admitted it was Frostbite's first time on PC and so, limited in ways. According to Battlefield forum mod "crazycanuck", based on his experiences and "some conversations", Frostbite 2 is built from the ground up to "be more efficient and take advantage of the PC's abilities." He also says the team is "very excited about what FB2 and BF3 together are going to produce", especially as they've been in development for a number of years (four to six, word has it).

Again from the mouth of Johann, we're told Frostbite

2 is "developed simultaneously for the strengths of each platform (i.e. we use the best API for each platform)." In other words, it's a multiplatform engine, but a *good* one that should satisfy all players, no matter the platform, in the same sense BioWare or Capcom have or CD Projekt will be with *The Witcher 2*.

The other big issue is maps -- BC2 had some pretty small ones and as a result, a smaller player cap. Previous series entries included huge, sprawling maps which made for some real in-depth tactics. For this we go back to May, when senior gameplay designer Alan Kertz wrote to a fan inquiring about the lower play count, "For Battlefield it's bandwidth; we are bandwidth capped on the consoles. For PC, I'd like to get back to big scale 64 player." It's hard to say then what will happen, but they've said it is clear with them fans want the classic stuff. Perhaps PC players will get their own maps, or maybe console maps will be based on the PC maps but scaled down considerably -- both seem like entirely plausible scenarios. We've seen the latter played out alongside further, bigger scale changes in *Battlefield 2: Modern Combat*, a console-centric version of *Battlefield 2* which came about four months after the PC version. Sadly though, Kertz' response to a fan today regarding this in relation to BC2 says, "It was two completely different games; BC2 is not 2 completely different games. Reality says it costs too much."

That doesn't mean the PC version won't be great -- DICE are clever people, after all. Take this quote from former DICE CEO Fredrik Lilegren who said in February, "What the PC version is going to be, *Battlefield 3*, I think it's going to absolutely blow everyone away, but I can't tell you what it is, but it will blow people away."

Then there is of course the issue of mods, from which we've seen some truly epic work like the "Desert Combat" 1942 mod (the team went on to help make *Battlefield 2* and then create full games of their own like *Frontlines: Fuel of War*). Then there's Commanders, the "Comma Rose", LAN play, spectating, battlerecorder, and so on. Many of these features, seemingly, are being considered for a future BC2 patch, nevermind BF3. We're not guaranteeing any of these features will be in BF3; we're saying based on the evidence, it looks good. Excited?

SOURCE : <http://www.neoseeker.com/news/14494-...for-pc-gamers/>
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